

Pratyush Kumar

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GITHUB | LINKEDIN | DEV

EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, KURUKSHETRA

B.TECH ELECTRONICS AND COMMUNICATION ENGINEERING

9.67 CGPA. Recipient of 2nd and 1st year merit scholarship

July 2019 - July 2023

Kurukshetra

ARMY PUBLIC SCHOOL

CBSE CLASS XII

Percentage: 95.8%

2019

Kolkata

ARMY PUBLIC SCHOOL

CBSE CLASS X

CGPA: 10

2017

Kolkata

EXPERIENCE

TECHKRITI'21 IIT KANPUR | SUMMER INTERN AND TRAINEE IIT Kanpur (Remote) | May 2021 – Jun 2021

- Implemented weather service using Bootstrap, Angular and Open Weather API
- Implemented an e-commerce website using the MEAN stack

SKILLS

PROGRAMMING LANGUAGES C++, C, SQL, Java, Python3, JavaScript
LIBRARIES/Frameworks Bootstrap, Angular, sqlite3, Node.js

AWARDS & ACHIEVEMENTS

- Reached (contestant of) Round 2 at the 2021 Facebook Hacker Cup (Rank 2826)
- Winning team at Productathon (hardware & software hackathon), NIT Kurukshetra Techspardha 2019
- Runner-up team in B-Plan (start-up pitch competition), NIT Kurukshetra Altius 2020
- Was the Head-Boy as well as Vice Head-Boy at Army Public School Kolkata

PROJECTS / OPEN-SOURCE

ZOLOMON TESTING LIBRARY | [LINK](#)

C++17

- Developed a single header testing library for C++ using elements of template meta-programming.
- Used preprocessor directives to implement a reporting system for failed tests.

ASCII MEDIA PLAYER | [LINK](#)

Python, OpenCV, Pillow

- A python3 script that can turn videos to ASCII graphics and can also display subtitles
- Used OpenCV and Pillow to read pixel data from media. Used luminosity levels to decide ASCII character to print.

MINESWEEPER | [LINK](#)

C++11, SFML, Makefile

- Implemented a Minesweeper game in the terminal using UNICODE symbols.
- Used SFML to create simple GUI for the same game. Used Makefiles to manage dependencies

PAC-MAN | [LINK](#)

C++11

- Used C++ to implement a simple Pac-Man game using ASCII character in the terminal.
- Used C++11 Multithreading library to allow for interactive user input.